

# CLUSTERED

1-4 PLAYERS AGES: 7+ 5 MIN TO LEARN 30 MIN TO PLAY

Clustered is an easy-to-learn strategy card game that is fun for the whole family!

During the game, players will make moves according to the symbols on the cards in their hands. The symbols on Clustered cards vary by shape, fill type, and number of shapes. Challenge your pattern recognition skills by playing cards that share attributes with cards already on the board. Carefully choose where to play in order to either score points for yourself or block your opponents from scoring. Each card you cluster in a line or a rectangle will score you points. Simply score more points than the other players to win. It's anyone's game until the last card is played!

## GETTING STARTED

Place the start card (pictured below) in the center of the table. Give some thought to your playing surface, as its size and shape may affect where you can place your cards.



Start Card

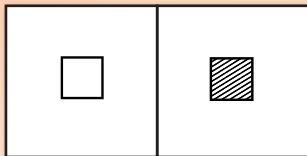
Each player will choose one of the four colored decks to play with. All decks contain the same cards. Each player should shuffle their deck and place it face down in front of them. Each player then draws a hand of five cards from his/her deck to play from. On a player's turn, he/she will play a single card in accordance with the card placement rules detailed below. If a player cannot make a legal move, he/she must discard one card out of the game. This counts as a turn. Players cannot opt to discard if a legal move is available. At the end of the turn, a player will draw a new card from their deck to replenish their hand. The youngest player gets to go first.

## PLAYING A CARD

Cards have three different attributes: shape (square, triangle, or circle), fill type (hollow, dashed lines, or solid), and number (one, two, or three shapes). A card is played from your hand. It must be played adjacent to a card on the table that shares at least two of the three attributes (shape, fill type, and number of symbols). All neighboring cards must share at least two of the three attributes. Each player's deck contains every combination of each of the three attributes as well as two wild cards. Therefore each deck contains 29 cards.

**Note:** Color is not counted as one of the card's three attributes. Color indicates which player a card belongs to, and thus does not affect where a card can be placed.

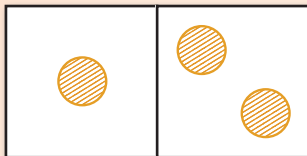
LEGAL  
MOVE



**Attributes in common:**

- Shape (both squares)  
*and*
- Number (both 1)

LEGAL  
MOVE



**Attributes in common:**

- Shape (both circles)  
*and*
- Fill (both dashed)

LEGAL  
MOVE

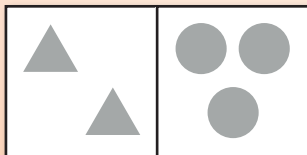


**Attributes in common:**

- Number (both 1)  
*and*
- Fill (both solid)

Color can be ignored because it only indicates who played it.

ILLEGAL  
MOVE

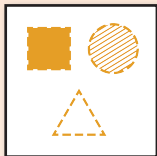


**Attribute in common:**

- Fill (both solid)

This move is not allowed because these cards only share a single attribute in common.

A wild card (pictured below) can be played next to any other card on the table. The wild card can neighbor up to four cards (one on each side) without any conflicts and regardless of the attributes of neighboring cards. The start card acts as a wildcard in terms of what can be played off of it.



The orange player's wild card.

## **BLOCKING OTHER PLAYERS**

Rather than building one's own cluster, a player can choose to place a card adjacent an opponent's card so long as it follows the rules under Playing a Card above. A player might choose to do this in order to prevent others from scoring points or if a player does not have any legal moves available to expand their own clusters.

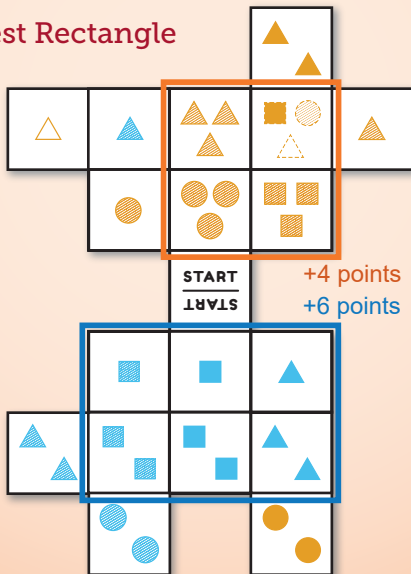
## **SCORING**

Scoring takes place when all cards have been played or discarded.

## LARGEST RECTANGULAR CLUSTER:

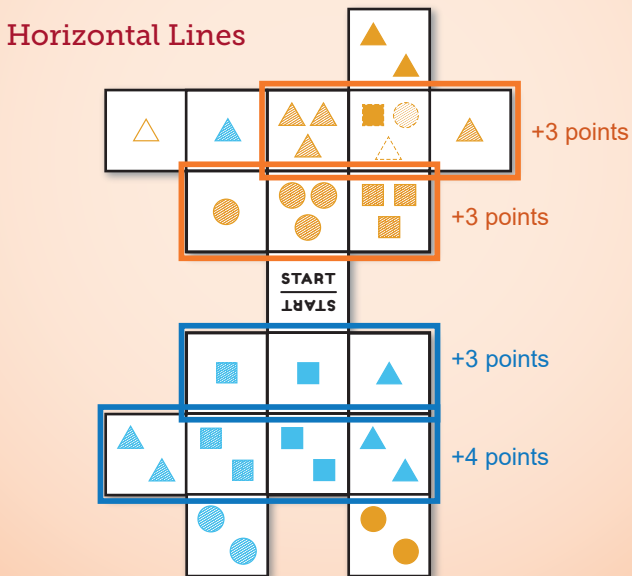
Players get points equal to the number of cards that make up their largest uninterrupted filled in rectangular cluster. For example, a 3X2 rectangular cluster would be worth 6 points. A 2X4 would be worth 8 points. Each of the rectangle's sides must be made up of at least 2 cards, making a 2X2 cluster the smallest legal rectangle. A rectangular cluster is considered uninterrupted when it is made up of only one player's cards and has no gaps (the start card is considered an interruption). Only a player's single largest rectangle scores.

Largest Rectangle

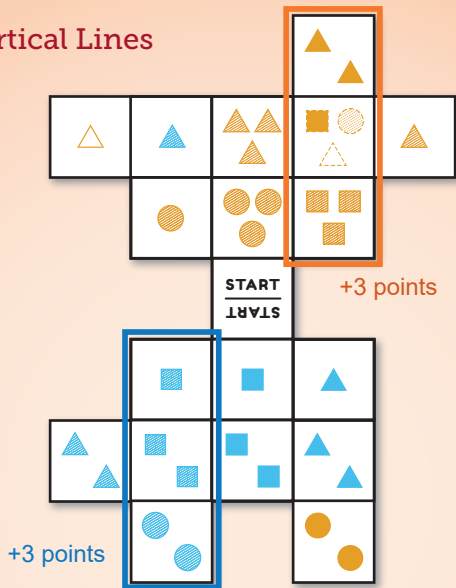


## LINE CLUSTERS:

Players get 1 point for each card in a line that is 3 cards or longer. Line clusters can be vertical or horizontal but not diagonal. The lines must be uninterrupted to score points. A line cluster is considered uninterrupted when it is made up of only one player's cards. If another player's card, or the start card, interrupts the line, it must be scored as two separate lines.



## Vertical Lines



## SCORING NOTES:

A player's final score can be determined by counting the player's largest rectangular cluster, horizontal line clusters, and vertical line clusters. Sometimes a card can score points more than once. For example, if a card lies within your largest rectangular cluster, a horizontal line cluster, and a vertical line cluster it would actually score 3 points! As mentioned previously, players get no points for lines of fewer than 3 cards and rectangles smaller than 2X2 cards. A line cluster extending through the start card must be scored as two separate lines, and the start card is not included in the largest rectangle.

## SCORING EXAMPLE:

The previous example would result in a total score of 16 points for blue and 13 points for orange. Note that a blue card is interrupting one of orange's horizontal line clusters making orange's last card in the line scoreless. Also note that the start card is not included in the scoring.

## WINNING

The player with the highest score at the end of the game wins.

## EXPANSION PLAY

The expansion and the original game combined allows for play of up to 8 players. To play with 5 to 8 players, place **TWO** start cards on the table with space for 6 cards between them. Any player can play off of either or both of the two start cards. All other rules remain unchanged.

## FOR MORE INFORMATION:

Visit our website to get connected with the Clustered community, find alternative rules, and watch a video of Clustered being played.

Additionally, to purchase the original version of Clustered and additional games by Sculpin Games you can visit our website at [SculpinGames.com](http://SculpinGames.com).

